CHARACTER NAME

RACE

BACKGROUND

ALIGNMENT

EXPERIENCE POINTS

Warlock

OTHERWORDLY PATRON

PROFICIENCY

PASSIVE PERCEPTION

INSPIRATION

PASSIVE INSIGHT

STRENGTH
- ___ SAVING THROWS
- ___ ATHLETICS

DEXTERITY
- ___ SAVING THROWS
- ___ ACROBATICS
- ___ SLEIGHT OF HAND
- ___ STEALTH

CONSTITUTION
- ___ SAVING THROWS

INTELLIGENCE
- ___ SAVING THROWS
- ___ ARCANA
- ___ HISTORY
- ___ INVESTIGATION
- ___ NATURE
- ___ RELIGION

WISDOM
- ___ SAVING THROWS
- ___ ANIMAL HANDLING
- ___ INSIGHT
- ___ MEDICINE
- ___ PERCEPTION
- ___ SURVIVAL

CHARISMA
- ___ SAVING THROWS
- ___ DECEPTION
- ___ INTIMIDATION
- ___ PERFORMANCE
- ___ PERSUASION

RACIAL TRAITS

PROFICIENCIES

LIGHT ARMOUR ○ | SIMPLE WEAPONS ○

MEDIUM ARMOUR ○ | MARTIAL WEAPONS ○

HEAVY ARMOUR ○ | SHIELDS ○

LANGUAGES

TOOLS & OTHER PROFICIENCIES

AC

INITIATIVE

SPEED

Hit Point Maximum

Temporary Hit Points

HIT DICE — Used / Total — d10

DEATH SAVES — SUCCESSES ○○○ — FAILURES ○○○

NAME	ATK BONUS	DAMAGE/TYPE

SPELL ATTACK BONUS

SPELL SAVE DC

SPELL SLOTS — Used / Total — Level

FAVOURITE SPELLS

NAME	RANGE	CASTING TIME	SAVE
		C	
		C	
		C	
		C	

CANTRIPS & SPELLS KNOWN

Level (R)

OTHERWORDLY PATRON FEATURE — LEVEL 1

PACT BOON — LEVEL 3

OTHERWORDLY PATRON FEATURE — LEVEL 6

OTHERWORDLY PATRON FEATURE — LEVEL 10

MYSTIC ARCANUM — LEVEL 11

Gained	Level	Used	Spell
11th	6th	○	
13th	7th	○	
15th	8th	○	
17th	9th	○	

OTHERWORDLY PATRON FEATURE — LEVEL 14

ELDRITCH MASTER — LEVEL 20

ELDRITCH INVOCATIONS — KNOWN